

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently amended) A computer program product having a computer readable storage medium for storing a computer program, ~~wherein the program executes a method for generating an audio signal, comprising: for causing a computer system to execute a processing to generate an audio signal,~~
wherein the computer program performs the steps of:
performing ~~game~~ the processing of a game in accordance with an input by a player input;
outputting background music;
detecting an occurrence of an event ~~in the game processing, wherein the event is associated with a~~ accompanied by a sound;
delaying ~~[[the]]~~ a timing of the output of the sound so that the background music,
which is outputted at the time the occurrence of the event is detected, and the sound
corresponding to the event are synchronized ~~to synchronize the sound with background music; and~~
after delaying the timing, outputting the ~~generating the sound associated with~~
corresponding to the event.

2. (Previously presented) The computer program product according to claim 1, wherein the sound is a sound effect generated within the game processing.

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3. (Currently amended) A method for outputting an audio signal, comprising the steps of:

outputting background music;

detecting an occurrence of an event during ~~game processing, wherein the event is associated with a~~ accompanied by sound;

delaying ~~[[the]]~~ a timing of the output of the sound so that the background music, which is outputted at the time the occurrence of the event is detected, and sound corresponding to the event are synchronized ~~to synchronize the sound with background music;~~ and

after delaying the timing, outputting ~~generating~~ the sound associated with corresponding to the event.

4. (Previously presented) The method for outputting the audio signal according to claim 3, wherein the sound is a sound effect generated within the game processing.

5. (Currently amended) A game device, comprising:

means for outputting background music;

means for performing a processing of a game ~~processing~~ in accordance with an input by a player ~~input~~;

means for detecting an occurrence of an event ~~in the game processing, wherein the event is associated with a~~ accompanied by a sound;

means for delaying ~~[[the]]~~ a timing of the output of the sound so that background music, which is outputted at the time the occurrence of the event is detected, and the sound corresponding to the event are synchronized ~~sound to synchronize the sound with background music; and~~

means for after delaying the timing, outputting ~~generating~~ the sound associated with corresponding to the event.

6. (Currently amended) A computer program product having a computer readable storage medium for storing a computer program, ~~wherein the program executes a method for generating an audio signal, comprising:~~ for causing a computer system to execute a processing to generate an audio signal,

wherein the computer program performs the steps of:

performing the processing of a game ~~processing~~ in accordance with an input by ~~a player input;~~

outputting ~~generating~~ an accompaniment corresponding to ~~[[the]]~~ a status of a game;

detecting an occurrence of an event ~~in the game processing, wherein the event is associated with~~ accompanied by a melody;

delaying the timing of the output of the melody so that a progression of an accompaniment, which is outputted at the time the detection of the occurrence of the event is detected, and the output of the melody corresponding to the event are synchronized ~~to synchronize the melody with a progression of an accompaniment; and~~

after delaying the timing, outputting ~~generating~~ the melody associated with corresponding to the event.

7. (Previously presented) The computer program product according to claim 6, wherein the progression of the accompaniment includes information on timing of the generation of the melody which is predetermined for every accompaniment.

8. (Previously presented) The computer program product according to claim 6, wherein the computer program further includes deciding a scale in the melody that corresponds to a type of event.

9. (Canceled)

10. (Currently amended) A method for outputting a sound signal, comprising the steps of:

performing game ~~a~~ processing of a game in accordance with an input by a player input;

outputting an accompaniment corresponding to the status of the game;

detecting an occurrence of an event ~~in the game processing, wherein the event is~~ associated with accompanied by a melody;

delaying the timing of the output of the melody so that a progression of the accompaniment, which is outputted at the time the detection of the occurrence of the

event is detected, and the output of the melody corresponding to the event are
synchronized ~~to synchronize the melody with a progression of an accompaniment; and~~
after delaying the timing, outputting ~~generating the melody associated with~~
corresponding to the event.

11. (Previously presented) The method for outputting a sound signal according to claim 10, wherein the progression of the accompaniment includes information on timing of the generation of the melody which is predetermined for every accompaniment.

12. (Previously presented) A method for outputting a sound signal according to claim 10, further comprising deciding a scale in the melody that corresponds to a type of event.

13. (Canceled)

14. (Currently amended) A game device comprising:
means for performing a game processing of a game in accordance with an input
by a player input;

means for outputting an accompaniment corresponding to a status of the game;

means for detecting an occurrence of an event ~~in the game processing, wherein~~
~~the event is associated with~~ accompanied by a melody;

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means for delaying ~~[[the]]~~ a timing of the output of the melody so that a progression of the accompaniment, which is outputted at the time the detection of the occurrence of the event is detected, and the output of the melody corresponding to the event are synchronized ~~to synchronize the melody with a progression of an accompaniment; and~~

means for after delaying the timing, outputting ~~generating~~ the melody associated with corresponding to the event.

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